

“3rd World Farmer” - Reflection



On their website the developers of the game “3rd World Farmer” state their purpose in creating this game:

“By letting players experience this - albeit in a harmless, fictional setting - we hope to open their eyes to the problems and to motivate them to make positive social change. Our aim is to have everybody play the game, reflect, discuss and act on it.”

How effective do you think they have been in attaining their purpose? Provide reasons for your answer.

What significant events occurred in your life as a 3rd World Farmer”?

What strategies did you develop as you played?

How would the impact of the game on players be different if the point of view was shifted from 1st person – use of “I”, “your” pronouns (where you are the farmer) to 3rd person – use of “he”, “his” (where you are the omniscient controller of the character)?

How would the experience be different for you if the farmer had been a woman?
